

REMARKS:

Information Disclosure Statement

An Information Disclosure Statement was not previously filed with the U.S. Patent and Trademark Office, but is enclosed herein as well as the corresponding fee. It
5 was being prepared when the present Office Action issued.

Claim Rejections under 35 U.S.C §112

Reconsideration of the Examiner's rejection of Claims 8-13, 21-24, and 29-30 under 35 U.S.C. § 112 as being indefinite for failing to particularly point out and distinctly claim the subject matter is requested for the following reasons. In Claim 8,
10 antecedent basis for "said linked gaming machines" in lines 4-5 is corrected by this Amendment. The corresponding deficiency in Claims 9-13, 21-24, and 29-30 by dependency has also been corrected.

In Claim 9, antecedent basis for "the entry" in line 1 is corrected by this Amendment. The corresponding deficiency in Claim 12 by dependency has also been
15 corrected.

Additionally, Applicants have reviewed the Claims and Specification as recommended by the Examiner. Accordingly, Claims 14, 25, and 35 are amended to address very minor antecedent bases issues. None of these grammatical amendments in any way affect the scope of these claims, as is clearly evident.

Claim Rejections under 35 U.S.C §102(b)

The Examiner's rejection of Claims 1, 5, 8-10, 13-14, 18, 21-22, 25, 31, 34-37, 41, and 43-44 under 35 U.S.C. § 102(b) as being anticipated by U.S. Patent No. 6,039,648 to Guinn et al. is respectfully traversed for at least the reasons given below.

5 The Applicants respectfully request reconsideration of the Examiner's rejection.

The Guinn patent discloses an **automated** tournament gaming system 10 that displays a video attract sequence on a display means 108. (Emphasis added.) Col. 6, lines 60-61. The video attract sequence provides the player with a plurality of tournament options which include the following: an option to obtain detailed information
10 on tournament play, information on how a player can automatically sign up for the tournament immediately while still being allowed to play the default mode of the gaming machine until the countdown timer 110 has counted down the time until the next tournament starts, and an option to allow the player to continue playing without further interruptions. Col. 7, line 1-10. Therefore, the video attract sequences can be controlled
15 or terminated by the player. Id. A host site computer 200 is maintained for the overall operation and control of the system 210. Col. 6, lines 31-32. The host site computer 200 is tightly controlled and is the master for computing all jackpots. Col. 8, lines 44-46. Finally, the automated tournament gaming system 10 of Guinn is designed for tournament play among players, wherein each player must "buy-in" to player. Col. 5,
20 lines 29-45; col. 7, lines 45-51.

The Guinn patent incorporates a progressive meter display 36, a display means 108, a video display 118, an active display 120, and a second video display 122 that are internal to each gaming machine. Col. 6, lines 59-67. "The progressive meter 36

preferably **displays** progressive jackpots with dynamic odometer **effects**, text messages and player attracting **animation**,” (Emphasis added). Col. 6, lines 55-58.

The aforementioned Claims of the present Application introduce new methods and systems of gaming machines with attraction mechanisms where the gaming machines
5 are linked such that if a predetermined event occurs on any one of the gaming machines, then the attraction mechanism on every linked gaming machine is operated as a group. The predetermined event can be activation or entry into a bonus round on any one or more gaming machines. The attraction mechanisms can be visual, aural, or mechanical. The operation of the group of attraction mechanisms can be in a simultaneous fashion or
10 each can provide part of an overall presentation.

The activation of the attraction mechanism of the other gaming machines besides the gaming machine that actually entered a bonus round serves to advertise that a lucky player has achieved the bonus round. Page 7, lines 3-5. This should inspire and motivate other players to press on to achieve the same end, providing positive reinforcement for
15 their effort. Page 7, lines 6-7. Additionally, in some claims all of the linked gaming machines could enter a bonus round if any one of the gaming machines entered a bonus round. Page 7, lines 10-11.

In contrast to Applicants foregoing Claims, the Guinn patent does not disclose or suggest the use of an attraction mechanism that is activated by an occurrence of a
20 predetermined event on one of the other linked gaming machines. The Guinn patent does not disclose or suggest the operation of attraction mechanisms that provide positive feedback or initiate bonus games for all players due to an achievement of one of the players. The Guinn patent does not disclose or suggest play of a bonus game without

placing any additional wager. The Guinn patent does not disclose or suggest the use of attraction mechanisms that are aural or mechanical.

For the reasons stated above, the Guinn patent fails to disclose each and every element of the claimed invention concerning Claims 1, 5, 8-10, 13-14, 18, 21-22, 25, 31, 34-37, 41, and 43-44.

Claim Rejections under 35 U.S.C §103(a)

The Examiner's rejection of Claims 2, 15, and 38 under 35 U.S.C. § 103(a) as being unpatentable over U.S. Patent No. 6,039,648 to Guinn is respectfully traversed for at least the reasons given below. The Applicants respectfully request reconsideration of the Examiner's rejection.

Again, the Guinn patent is described previously and incorporates a progressive meter display 36, a display means 108, a video display 118, an active display 120, and a second video display 122 that are internal to each gaming machine. Col. 6, lines 59-67. "The progressive meter 36 preferably **displays** progressive jackpots with dynamic odometer **effects**, text messages and player attracting **animation**," (Emphasis added). Col. 6, lines 55-58.

The aforementioned Claims of the present Application introduce an attraction mechanism that is external to the gaming machine having moving parts that are caused to move upon operation.

The Examiner's statement that "it would have been obvious at the time of Applicant's invention to utilize a rotating light similar to that shown in Figure 2 to get player's attention" is respectfully misplaced. Office Action, page 5-6, par. 10.

Applicants respectfully point out that the attraction mechanism of Claims 2, 15, and 38 comprises a mechanical apparatus which has external moving parts that could be or incorporate a “rotating light”, however the attraction mechanism of these Claims is much more broad than a mere “rotating light”.

5 Applicants also have found no disclosure or suggestion whatsoever of a gaming machine with an attraction mechanism comprising a mechanical apparatus which has external moving parts wherein the parts being caused to move upon operation. The Examiner cannot simply engraft this aspect of the invention onto the Guinn patent, where after all these years of gaming machines, no one has apparently done so. This is the
10 antithesis of obviousness.

Further, the Examiner stated “Guinn et al. **seems to lack explicitly disclosing** an attraction mechanism comprising a mechanical apparatus which has external moving parts, the parts being caused to move upon operation” and “**Doing so adds an additional dimension** to Guinn’s attraction mechanism luring additional players to the gaming
15 machine.” (Emphasis added). Office Action, page 5-6, par. 10. Applicants respectfully point out that the Examiner’s own statement indicates non-obviousness.

Additionally, Applicants respectively point out that Claims 2, 15, and 38 are narrowed Claims that depend from Claims 1, 14, and 36, respectively. Applicants further point out that Claims 1, 14, and 36 should be allowable as previously discussed.
20 Therefore, Claims 2, 15, and 38 should also be allowable for the same reasons that Claims 1, 14, and 36 should be allowable.

For at least the reasons stated above, the Guinn patent fails to disclose each and every element of the claimed invention concerning Claims 2, 15, and 38.

The Examiner's rejection of Claims 29, 32, and 45 under 35 U.S.C. § 103(a) as being unpatentable over U.S. Patent No. 6,039,648 to Guinn et al. in view of U.S. Pat. No. 5,130,838 to Tanaka is respectfully traversed for at least the reasons given below. The Applicants respectfully request reconsideration of the Examiner's rejection.

5 The Tanaka patent discloses a laser projections type display unit for displaying images such as characters or the present positions of moving objects such as vehicles on a map screen. Col 2, lines 28, and Col. 2 line 66 to Col. 3, line 1. Such an invention can be used in a navigation system. Col. 2, lines 66-68. The Guinn patent is described above.

10 Applicants respectfully point out that Claims 29, 32, and 45 comprise a method, a gaming system, and gaming machines with an attraction feature that is a laser projection system.

 Applicants respectfully disagree with the Examiner's statement that it would have been obvious at the time of Applicants' invention "to incorporate the laser projection type display unit of Tanaka et al. in the progressive display of Guinn et al." Office Action, 15 page 6, par. 11. Further, the Examiner stated Guinn "**seems to lack explicitly disclosing the projected display being generated by a laser projection system**" and "**Doing so provides an additional source of generating and displaying** an attraction animation." Office Action, page 6, par. 11. Applicants respectfully point out that the Examiner's own 20 statement indicates the novelty of a gaming system having an attraction mechanism that is a projected display generated by a laser projection system wherein the attraction mechanism is triggered upon a predetermined event in operation of a gaming machine.

Applicants also have found no disclosure or suggestion whatsoever to combine a gaming machine with an attraction mechanism with a projected display being generated by a laser projection system. The Examiner cannot combine references without some suggestion or motivation in the references themselves or in the knowledge generally available to one of ordinary skill in the art. The lack of a suggestion or motivation to combine these references is evidenced by the fact that after all these years of gaming machines, no one has apparently done so. Applications respectfully suggest that the knowledge to combine these references was gleaned from the Applicants' disclosure.

Additionally, Applicants respectively point out that Claims 29, 32, and 45 are narrowed Claims that depend from Claims 21, 31, and 44. Applicants further point out that Claims 21, 31, and 44 should be allowable as previously discussed. Therefore, Claims 29, 32, and 45 should also be allowable for the same reasons that Claims 21, 31, and 44 should be allowable.

For at least the reasons stated above, the Guinn patent in view of the Tanaka patent fails to disclose each and every element of the claimed invention concerning Claims 29, 32, and 45.

The Examiner's rejection of Claims 30, 33, and 46 under 35 U.S.C. § 103(a) as being unpatentable over U.S. Patent No. 6,039,648 to Guinn et al. in view of U.S. Pat. No. 5,130,838 to Tanaka in further view of U.S. Patent No. 6,176,584 to Best et al. is respectfully traversed for at least the reasons given below. The Applicants respectfully request reconsideration of the Examiner's rejection.

The Guinn patent and the Tanaka patent are described previously. The Best patent discloses a spherical dome imaging system having a field of view limited only by

cockpit obstructions. Col. 2, lines 57-59. The spherical dome can be used in a number of applications such as military and civilian simulation systems and commercial entertainment applications. Col. 4, lines 4-8.

The above-noted Claims of the present Application are directed towards a
5 method, gaming machines, and a gaming system with an attraction feature comprising a laser production system including a domed projection surface with a visual output upon an interior side of the domed projection surface with the output being visible from the outside of the surface.

Applicants respectfully disagree with the Examiner's statement that it would have
10 been obvious at the time of Applicants' invention "to incorporate the curved surface, real image, laser-based rear projection display system technology of Best et al. in the progressive display system of Guinn et al. in view of Tanaka et al. Office Action, page 7, par. 12.

The Examiner stated Guinn et al. in view of Tanaka et al. "**seems to lack**
15 **explicitly showing the laser projection system** including a domed projection surface on the gaming machine, the laser projection system projecting the visual output upon an interior side of the surface with the output being visible from the outside of the surface" and "**Doing so provides an additional source of generating and displaying an attraction animation.**" (Emphasis added) Office Action, page 6-7, par. 12. Applicants
20 respectfully point out that the Examiner's own statement indicates the novelty of these Claims.

Applicants again have found no disclosure or suggestion whatsoever to combine a gaming machine with an attraction feature comprising an a projected display and further

including the step of providing a visual output for the display when the attraction feature is caused to operate that comprises a laser projection system including a domed projection surface with a visual output upon an interior side of the surface and the output being visible from the outside of the surface. The Examiner cannot combine references without some suggestion or motivation in the references themselves or in the knowledge generally available to one of ordinary skill in the art. The lack of a suggestion or motivation to combine these references is evidenced by the fact that after all these years of gaming machines, no one has apparently done so. Applications respectfully suggest that the knowledge to combine these references was gleaned from the Applicants' disclosure.

Additionally, Applicants respectively point out that Claims 30, 33, and 46 are narrowed Claims that depend from Claims 29, 32, and 45, respectively. Applicants further point out that Claims 29, 32, and 45 should be allowable as previously discussed. Therefore, Claims 30, 33, and 46 should also be allowable for the same reasons that Claims 29, 32, and 45 should be allowable.

For at least the reasons stated above, the Guinn patent in view of the Tanaka patent in further view of the Best patent fails to disclose each and every element of the claimed invention concerning Claims 30, 33, and 46.

Therefore, for at least the foregoing reasons, reconsideration of the rejections is respectfully requested.

Allowable Subject Matter

Applicants acknowledge the objection to Claims 3-4, 6-7, 11-12, 16-17, 19-20, 23-24, 26-28, 39-40, and 42 which were objected to as being dependent upon a rejected base claim, but allowable if rewritten in independent form. Applicants suggest however, in view of this Amendment, that these nineteen Claims should be allowable without the need for a re-write. The Applicants respectfully request reconsideration of the Examiner's objections.

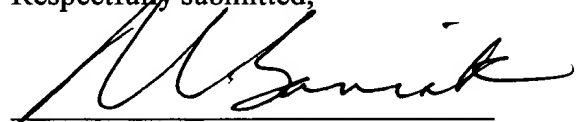
The Amendments made to the Claims were executed pursuant to the request and suggestion of the Examiner under §112, and not in view of the prior art. As will be evident, they in no way further limit the scope of the Claims as originally presented.

A Notice of Allowability is solicited.

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Versions of the Amended Claims with markings to show changes made

8. (Amended) A method for operating a plurality of linked gaming machines, comprising the steps of:

providing an attraction feature for each gaming machine; and
causing said attraction features to be operated as a group when any one of said
5 linked gaming machines provides a signal indicative of a predetermined
event designed to activate an attraction feature.

9. (Amended) The method of claim 8 wherein said predetermined event is
[the] an entry into a bonus round.

14. (Amended) A coordinated group of gaming machines, comprising:
a plurality of gaming machines, each machine having a basic game which a
player can play;
an attraction mechanism associated with each said gaming machine;
5 an operator for each said attraction mechanism responsive to an activation
signal;
a communication network linking said operators; and
a signal generator which yields said [an] activation signal upon a
predetermined event, said activation signal being communicated to
10 each said operator to operate said attraction mechanisms as a group.

25. (Amended) An electronically linked group of gaming machines, comprising:

a plurality of gaming machines, each machine having a basic game upon which a player places a wager and plays said basic game;

5 a mechanized feature associated with each said gaming machine, said mechanized feature having parts which visibly move in a manner perceptible by a player;

a controller operating said mechanized feature upon an activation signal;

a communication network linking said controllers; and

10 a signal generator which yields said [an] activation signal upon a predetermined event in operation of a gaming machine, said activation signal being communicated to each said controller to operate said mechanized features as a group.

35. (Amended) The gaming system of claim 34 further including an operator for each said attraction feature responsive to an activation signal, a communication network linking said operators, and a signal generator which yields said [an] activation signal upon a predetermined event, said activation signal being communicated to each
5 said operator by said controller to operate said attraction features as a group.